DEVON AIRE
in the Hidden Diamond Caper ™

You can't quite figure it. Everything about this job seems so simple — and yet so strange. A few hours ago, Lady Crutchfield III begged you to find her extensive collection of blue diamonds hidden in the mansion by her rather eccentric late husband, Montague. The job sounded easy — look around the house and as you find each gem, return it to Lady Crutchfield.

But the more time you spend in Crutchfield Manor, the tougher the job gets! The floor plan defies explanation — when you cased the manor from the outside you had no idea of its vast size. Lady C. never leaves her room — she just rambles on about Montague's failed experiments in genetic engineering on his pets. And for toppers, the front door's locked!

Even for you — master gem thief Devon Aire — this job's no picnic!

Loading Instructions

Set up your system and plug in your joystick (and mouse, if you have one). Then follow the steps given below for your particular system.

Commodore-Amiga

1. For the Amiga 500 or 2000, insert the *Devon Aire* disk into the drive and turn on your system. The program loads and the opening screens appear.

   For the Amiga 1000 with external memory, detach the external memory. Insert a disk containing Kickstart version 1.2 into the drive and turn on your system. When asked to insert the Workbench disk, insert the *Devon Aire* disk instead. The program automatically loads.

2. Begin play by pressing the fire button (for joystick control) or **Spacebar** (for keyboard control).

Atari ST

1. Insert the *Devon Aire* disk into drive A and turn on your system. The program loads and the opening screens appear.

2. Begin play by pressing the fire button (for joystick control) or **Spacebar** (for keyboard control).

Commodore 64/128

1. Make sure your disk drive is empty. Turn on the disk drive first, then turn on the other system components. For the Commodore 128, hold down the **C℞** key when you turn on the system to set it to C64 mode.

2. Insert the *Devon Aire* disk into the drive. Type **LOAD "*",8,1** and press **Return**. (If you have an Epyx Fast Load cartridge, insert the *Devon Aire* disk, then hold down the **C℞** key and press **Run/Stop**.)

3. When the first room appears, begin play by pressing the fire button (for joystick control) or **Spacebar** (for keyboard control).

Game Controls

Commodore-Amiga and Atari ST

Adjust sound.	Use the volume control on the monitor.
Pause a game.	Press P. Press it again to resume play.
Save a game.	Press S. When prompted, type a name for your game, then press **Return**. Your game is saved to disk, and your current game resumes. You can save more than one game by giving each game a different name.
Resume a saved game.	Press L. When prompted, type the name of the game you want to resume, then press **Return**.
Start a new game.	Press Q to return to the first room. Then press the fire button or **Spacebar**.
End a session.	Turn off your system.

Commodore 64/128

Adjust sound.	Use the volume control on your monitor.
Pause a game.	Press **Run/Stop**. Press it again to resume play.
Save a game.	Press **Run/Stop**, then press S. Your game is saved to disk and the current game resumes. (If you save another game, it overwrites the first saved game.)
Resume a saved game.	While playing, press **Run/Stop**, then press L.
Start a new game.	Press **Clr Home**.
End a session.	Turn off your system.

Exploring the Mansion

Assume nothing. Search everything.

Use the following commands to search the manor. (On the Amiga and Atari ST, north is to the upper right. On the C 64/128, north is to the upper left.)

Action	Joystick (all systems)	Keyboard (Amiga, Atari ST)	Keyboard (C 64/128)
Walk north.	Push handle up.	Press **Up Arrow**.	Press A.
Walk south.	Pull handle down.	Press **Down Arrow**.	Press Z.
Walk east.	Move handle right.	Press **Right Arrow**.	Press P.
Walk west.	Move handle left.	Press **Left Arrow**.	Press O.
Back up.	(Use keyboard.)	Hold down **Return**.	Hold down F7.
Jump.	Press fire button.	Press **Alternate**.	Press **Spacebar**.
Push objects.	Walk to object, keep walking.	Walk to object, keep walking.	Walk to object, keep walking.
Pull objects.	Walk to object, back up.	Walk to object, back up.	Walk to object, back up.
Pick up objects.	(Use keyboard.)	Walk to object, press **Spacebar**.	Walk to object, press **F1**.
Drop objects.	(Use keyboard.)	Press **Shift**.	Press F3.

Manic Manor Manners

You start the game with three lives, tallied in the life counter at the lower left of the screen. As you search the mansion you lose strength, as shown by the strength bar above the life counter. Pick up full juice goblets to regain strength. If the strength bar disappears, you lose a life. If you lose all your lives before you find all the jewels, the game ends.

Search in unlikely places by moving furniture. Stack objects to climb atop them and extend your reach. Map the manor (50 rooms in the ST and Amiga versions, 30 in the C 64/128 version) and list each room's contents. You can carry small objects from room to room, one at a time.

When you find a gem (16 jewels in the ST and Amiga versions, 12 in the C 64/128 version), pick it up and take it to Lady Crutchfield. Drop the jewel in front of Lady C. and she will pick it up. Objects you pick up appear at the lower right of the screen. You can pick up only one object at a time; picking up a second object exchanges the first object with the second object.

After you return all the jewels to Lady Crutchfield, you need to find your way
out of the manor! Keep searching — formerly inaccessible spots may now
yield their treasures.

Montague's Madness

Yikes! Stay away from Montague's failed experiments. They can be fatal!

Killer canaries Find a cagey way to fend off these pecking pests.

Mutant pig-mice Give them their favorite snack before they munch on you.

Poisonous plants Some plants are toxic, some are not. You'll have to find out
which is which.

One more odd thing: when the phone rings, it's for you! Find a phone and pick
it up while it's still ringing. As long as you're holding the phone and you hear
a dial tone, you're protected against the birds, pig-mice, and plants.

Scoring

You get points for certain successful feats, such as drinking from goblets,
dousing the fire, and returning gems to Lady C. The point counter appears
above the strength bar.

Above all, stay cool. You can pull off this caper — it just may take some time
to figure out the eccentricities of Crutchfield Manor.

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